## Missouri Hockey Youth Division 2023-24 Tier II National Qualifying Tournament Rules <br> Revised 2/27/2024

Annually, Missouri Hockey will send teams to compete in USA Hockey Nationals Tier 2 Tournament. The following rules are designed to determine and assign a representative.
A) Scope:

1) All National Bound Boys and Girls Tier 2 Teams (14U/16U/18U/19U-Girls).
2) Declaring clubs must agree to take on for the associated expenses with running the tournament. Failure to reimburse Missouri Hockey for the associated expenses would result in a Rules and Ethics Investigation with penalties including and up to Club "Not in Good Standing" status.
B) Declaration:
3) All declarations must be made in writing (email or US mail) by the Club President or Director with sufficient authority. Head coaches and team managers do not have sufficient authority to declare intentions to compete in the national qualifier tournament.
4) Declarations for the National Qualifying Tournament (NQT) must be received by 11:59pm, Dec 31st.
5) Once a team has declared the desire to play in the NQT, that team may not withdraw without a decision or permission of the Missouri Hockey YD Executive Committee.
6) Teams may only declare to play in the age division consistent with their USA Hockey roster.
C) Selection Process:
7) All games played MUST be entered into MyHockeyRankings. Teams that have not entered all their games into MyHockeyRankings will be deemed ineligible for tournament consideration.
8) Each division will have a maximum of four teams. These teams will be seeded in consistently with their relation to one another with the MyHockeyRankings released the first Wednesday after January 1. In other words, the top four teams by their MyHockey rating will be admitted.
9) There is a possibility of a fifth team being added to the tournament if they make written appeal to the Youth Division president by January 10th.
D) Scheduling Meeting:
10) The Executive Committee will hold a scheduling meeting to schedule games and determine home teams and examine team credentials for eligibility with the team's head coach only. No other team or club officials will be allowed to attend the meeting. If a head coach cannot attend, then the Executive Committee must be notified in writing and a rostered team representative must attend.
11) Games will begin the Monday after Blue Note Cup Championships and will be concluded by that Sunday (7 days).
12) Home teams will provide the ice allotment, the 1st Place team moving on from Round Robin play will host the 2nd Place team moving on from Round Robin play in a Championship Game.
E) Game Formats:

| Number of Teams | Format to Use |
| :---: | :--- |
| 1 | None |
| 2 | Best 2 out of 3 |
| 3 | Round Robin with Championship Game |
| 4 | Round Robin with Championship Game |
| 5 | Round Robin with Championship Game |

F) Period Lengths, Ice Slot Allotments, Penalty Length and Warmups:

|  | U18/U19 | U16, U15 | U14 |
| :--- | :--- | :--- | :--- |
| Period Length | 17 minutes | 17 minutes | 16 minutes |
| Ice Slot | 120 minutes | 120 minutes | 90 minutes |
| Penalty Length (Minutes) | $2: 00$ Minor/5:00 Major/ <br> $10: 00$ Misconduct | $2: 00$ Minor/5:00 Major/ <br> 10:00 Misconduct | $1: 30$ Minor/4:00 Major/ <br> $8: 00$ Misconduct |
| Warm Up | $5: 00$ Minutes | $5: 00$ Minutes | $5: 00$ Minutes |
| Ice Scrape | Between $2^{\text {nd }}-3^{\text {rd }}$ periods | Between $2^{\text {nd }-3^{\text {rd }} \text { periods }}$ | Between $2^{\text {nd }}-3^{\text {rd }}$ periods |
| Overtime Sudden Death | 10 Minutes | 10 Minutes | 10 Minutes |
| Officials System | 4 | 4 | 3 |

G) Tournament Rules and Tie Breakers:

## Best 2 out of 3

1) Home team determination:
a. First game
1. If both teams from the same league, team which finished higher in the league standings otherwise use 2
2. League Commissioner will draw a team name from a hat
b. Second game - team which not home team in game 1
c. Third game - same team as game 1
2) No game will end in a tie.
3) If the score is tied at the end of regulation time, a one-minute intermission will be put on the clock and teams will remain on/near their bench. The teams will then play an additional 5 on 5 stop time overtime period of ten (10) minutes, with the team scoring first declared the winner. Teams shall not switch ends throughout overtime periods; therefore teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
4) If the score is tied at the end of overtime, there will be shootout. See shootout rules below.
5) Third game is a full game, not a mini game.

## Round Robin with Championship Game

1) Each team will play one (1) game with each participant.
2) Game scheduling will be determined by the League Commissioner and reviewed by the head coach only at the scheduling meeting.
3) Game opponents will be determined by a drawing.
4) Home team determination:
a. First game
1. If all teams from the same league, team which finished higher in the league standings otherwise use 2.
2. League Commissioner will draw team name from a hat.
b. Remaining games - All teams should have the same number of games as home team. If an odd number of games exist, where the teams cannot have the same number of home games, the home team will be determined by the League Commissioner drawing a team name from a hat for the odd game.
5) The 2 teams with the most points will advance to the Championship Game.
6) Team with the most points or winning the tie breaker will be the home team for the Championship Game.
7) No game will end in a tie.
8) If the score is tied at the end of regulation time, a one-minute intermission will be put on the clock and teams will remain on/near their bench. The teams will then play an additional 5 on 5 stop time overtime period (10) minutes, with the team scoring first declared the winner. Teams shall not switch ends throughout overtime periods; therefore, teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
9) If the score is tied at the end of overtime, there will be shootout. Winner of the shootout will receive 1 additional goal. (i.e.: if the score at the end of regulation was 4 to 4 , the team winning the shootout will receive 1 additional goal, the final score will be 5 to 4 . See shootout rules below).
10) Points are awarded as follows:
a. Win Regulation - 3 Points
b. Win Following Tie - 2 Points
c. Loss Following Tie - 1 Point
d. Loss Regulation - 0 Points
11) If the final standings result in two or more teams having an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin again at Section "a" below for any teams that remain tied:
a. The results of the head-to-head games played between the tied teams in the following order:
1. Has acquired the most points in head-to-head play.
2. Has acquired the most wins in head-to-head play.
3. Has acquired the greatest surplus difference of "goals-for" minus "goals-against" in their head-to head competition.
4. Has acquired the higher quotient by dividing the goals scored by goals scored against in their head-to-head competition. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
5. Has acquired the highest point total as determined by periods won in their head-tohead competition. Points awarded for each regulation period won (2 points) and for each regulation period tied (1 point).
6. Quickest first goal - The team that scored the quickest goal in their preliminary round games.
7. Least amount of major penalties in their head-to-head competition.
8. Least amount of minor penalties in their head-to-head competition.

## Shootout Rules

If the score is tied at the end of overtime, a Five (5) player shootout will take place according to the below procedures and rules:

1) A coach may choose their shooting order freely but, every player must shoot before being eligible to shoot again. The order of players a second round need not be the same as the first round.
2) In the event the roster sizes are un-even, the team with the larger roster size may reset and restart the shooting order over when the smaller roster has had all their eligible players shoot.
3) Once a player has been skipped due to injury he is no longer eligible to participate in the shootout.
4) Players in the penalty box at the end of overtime (except for a substitute player serving the penalty of the team or a teammate) are ineligible for the shootout.
5) Any player who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
6) Visiting team shooting first and will alternate between the home team and visiting team.
7) At the conclusion of the five (5) player shootout round, if the score is still tied, players will continue in a sudden death shootout in which no player from a team may shoot again until all eligible players on the opposing team have shot. The Visiting team shoots first.
8) If any team scores a goal in a sudden death shootout round in which the opposing team fails to score a goal, play ends and the scoring team wins, (e.g., Shooter one for Visiting team does not score a goal and shooter one for Home team scores a goal. Play ends at that point, before any other shooters shoot, and Home team wins).

## Miscellaneous Rules

1) Costs for the tournament are spread evenly among all declared clubs and the club will be billed at the conclusion of the tournament.
2) Home team will wear white or light-colored uniforms.
3) Trainers and scorekeepers will be provided.
4) Each team will need to provide a volunteer to staff the penalty box.
5) Each team will be allotted one (1) thirty (30) second timeout that can be utilized during regulation or overtime play.
6) The game clock will not drop to two minutes in the 3rd period. All periods will be played until the full time expires unless:
a. The game clock will be a running clock if the score is a 7 or more goal differential in the third period. Clock will only be stopped for goals, recording a penalty and injuries. Clock will run during penalties.
7) If the score differential is twelve or more at the end of the 2 nd period or anytime thereafter, the game will end.
8) If not expressly defined by this set of rules, the current year USA Hockey Tournament guide/rulebook will be consulted and shall provide guidance for any determination.
